SCALING

(For Output put coordinates : 50,50 100,50 , 75,75 & 2,2)

```c
include<stdio.h>
#include<conio.h>
#include<graphics.h>
void main(){
int x,y,x1,y1,x2,y2;
int scl_fctr_x,scl_fctr_y;
int gd=DETECT,gm;
initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");
printf("\t\t\t********** Scaling **********\n");
printf("\n\t\t\t Please enter first coordinate of Triangle = ");
scanf("%d %d",&x,&y);
printf("\n\t\t\t Please enter second coordinate of Triangle = ");
scanf("%d %d",&x1,&y1);
printf("\n\t\t\t Please enter third coordinate of Triangle = ");
scanf("%d %d",&x2,&y2);
line(x,y,x1,y1);
line(x1,y1,x2,y2);
line(x2,y2,x,y);
printf("\n\t\t\t Now Enter Scaling factor x and y = ");
scanf("%d %d",&scl_fctr_x,&scl_fctr_y);
x = x* scl_fctr_x;
x1 = x1* scl_fctr_x;
x2 = x2* scl_fctr_x;
y = y* scl_fctr_y;
```

```
y1 = y1* scl_fctr_y;
y2= y2 * scl_fctr_y ;

line(x,y,x1,y1);
line(x1,y1,x2,y2);
line(x2,y2,x,y);
getch();
closegraph();
}
```